
Title: War of Brigands

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By any measure this year
has been extraordinary
and unforgettable.
We have seen Britannia
freed from the clutches
of tyranny.

Defeated the three
Shadowlords in their
underground lair and
seized the fire ruby that
was to become a new
Gem of Immortality and
the end of Lord Cascsa's
reign.

Even as the Isle
of the Avatar was split
by fire, a new land came
forth and with the
discovery of that land
friendship was forged
with new allies.

As we move forward into
the New Year remember
to uphold the virtues
To stand united for the
cause of justice and the
glory of Britannia.
Whatever challenges this
year brings, we meet
them with valor!
For Britannia!
Dawn's words marked the
passing of another year.

But, the new year would
grant no respite from
troubles for the citizens
of Britannia, as they
stood vigilant against the
forthcoming challenges. It
would mark the beginning
of repeated brigand
attacks that
would cost numerous lives
on both sides of the

conflict. Following an initial skirmish at the Minoc moongate, the Britannian guard had the fortune of capturing a brigand informant near Trinsic who was willing to deliver vital intelligence information in return for a pardon from the queen.

It was revealed at this time that Lord Casca himself was previously engaged in a partnership with the brigand chieftan, John Hind. The partnership between Casca and Hind was profitable in that provided unopposed resistance to the brigands forces while delivering unlimited funding to Casca's coffers. Hind would agree to keep the raids to an acceptable level, and Casca would maintain his silence. The attacks would later escalate, as Casca was cast out of power and Dawn assumed the throne, for the queen was not of the same poor moral fiber as her predecessor and would bring down the full force of the Britannian guards upon the rampaging marauders. With information extracted from the prisoner, a mixed contingent of Britannian guard, fighting guilds, and private citizens led by Avery mounted an armed expedition into a secret hideout located in the long abandoned prison of Wrong. Decending into the lower level, both sides clashed. The brigand forces unevenly matched in skill, were quickly obliterated.

Hind's body was not to be found amongst the dead, but a false wall in the lower chamber revealed an encrypted letter from John Hind himself. This would prove the downfall of Hind's ambitions, as the missive was quickly decrypted by allies, revealing the rendezvous location and meeting time for the bandit leader's personal army. The allied forces of Britannia fully arrayed and armed for combat clashed with Hind's forces on the evening of the Mars planetary alignment.

Having navigated the ancient hedge maze towards its center, the allies encountered an confederation of brigand, undead, and demonic partisans. Wave after wave of Hind's second line fell before Britannia's seasoned veterans, but the tide quickly turned as they pressed onwards and engaged Hind himself as he led his own elite disciples against the defenders.

A feral man with no small talent for war, Hind raised his voice over the din of battle rallying his troops, as he single handedly cut down one defender after another.

But Hind's martial prowess would be for naught as he slowly slowly succumbed to his wounds and expired on the field of battle; his body trampled and stripped of souvenirs by gloryseekers.